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KORONIS RIFT™

COMMAND CARD
for the Tandy® Color Computer 3

This special reference card shows you how to play KORONIS RIFT on your Tandy Color Computer. For game play descriptions, refer to the Operations Manual.

GETTING STARTED

- Plug your joystick into the left joystick port.
- Power up your Tandy Color Computer 3 as shown in the owner's manual.
- Insert the KORONIS RIFT program disk into the drive, label facing up and the oval cutout pointed toward the back of the system.
- Type the command **DOS** and press the **ENTER** key. This will boot up OS-9.
- You will then see a screen asking for your monitor type.
- If you are using an analog RGB monitor (such as the Tandy CM-8) type **R**, otherwise type **C**.
- Next the title screen will appear. Press the **FIRE BUTTON** on your joystick to begin the game.

NOTE: If your computer does not recognize the command DOS, refer to starting KORONIS RIFT from BASIC shown below.

CONTROLS

To select module while in rifts: Move the cursor with the joystick to desired module and press the **FIRE BUTTON**. Selected module will be indicated in grey. White cursor is the current joystick location.

Exit Game: Press the **SHIFT** and **ESC/BREAK** keys to exit the game at any time during play.

Refer to the Operations Manual for all other controls.

Starting KORONIS RIFT from BASIC

If you have a Color Computer with Disk Extended BASIC revision 0* you can type in the following program and use it to start KORONIS RIFT.

Using a formatted diskette OTHER THAN your KORONIS RIFT diskette, enter the following program from Disk Extended BASIC.

```
10 REM ******
20 REM * BOOT KORONIS RIFT FROM BASIC
30 REM ******
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000+I,VAL("&H"+A$)
70 NEXT I
80 CLS:PRINT "INSERT KORONIS RIFT DISKETTE"
90 PRINT "INTO DRIVE 0 AND PRESS A KEY"
100 A$=INKEY$:IF A$=" " THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```

*The copyright message displayed when the computer is turned on will tell you the version and revision number of the BASIC system in your computer. For example if DISK EXTENDED BASIC 1.0 is displayed, the version number is 1 and the revision number is 0.

HELPFUL HINTS

- Remember that not every hulk contains useful modules, and that some modules are more useful than others. Let Psytek help you decide which modules to keep. Make sure you always have a good generator, shield, power reserve, and laser (in that order of importance). Your last two slots could be drive, radar, or any of the other modules you will find. Make note of where you find good modules in one game, and go directly to them in a later game.
- The longer you take to play the game, the tougher the saucers become. Keep moving. You can rest in your ship with Psytek. Try not to spend more than about two or three minutes on each level, and feel free to skip levels if you've never found anything particularly useful on them.
- Don't fire needlessly. If you keep your power reserve low your shield will recharge slowly. Let the reserve charge up when you can. Sometimes the best modules on a level are not in the closest hulks. For example, on Rift 3 you will start out with your radar pointing forward. There are some useful modules that way, but if you turn around and go in the opposite direction you will find a better generator and a better shield more quickly. These can let you last long enough to safely explore the whole Rift.

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